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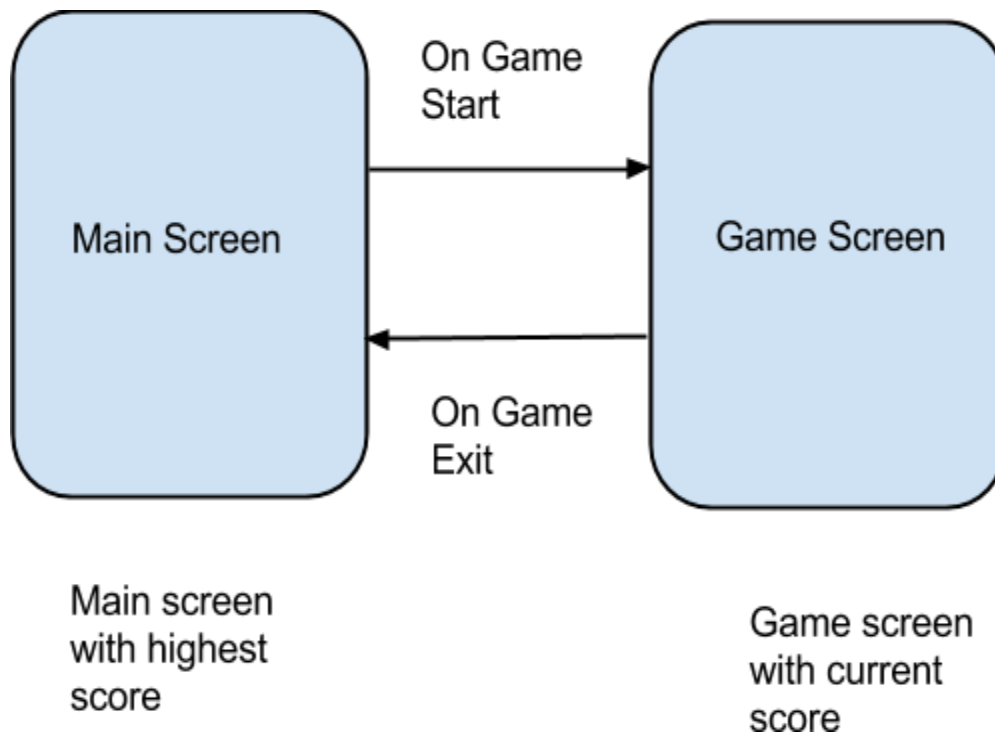amitborude111@gmail.com

Flappy Bird

Goal of the Application:

- It is a iOS game which build for childrens to have fun.
- This game is very interesting as it involves jumping, avoiding obstacles and gaining points.
- Users are able to view highest scores till date.

iOS Techniques:

1. XCode
2. Emulator
3. Segue techniques
4. NSInteger to store highest score till date.

High Level Architecture (Sequence flow):

Main screen with highest score

Game screen with current score

Test Cases:

Test Case ID	Test Case	Expected Result	Pass / Fail
1	Click "Play" button	Take you to game screen	Pass
2	Click "Play" button on game screen	Should start moving objects	Pass
3	Touch bird to obstacle	Game Over	Pass
4	Exit screen view	Exit screen with "Exit" button and current score	Pass
5	Click on "Exit"	Take you to main screen and show highest score stored	Pass